



## GENERAL RULES

### MOROCCO GAMING EXPO E-SPORTS TOURNAMENTS

#### PREAMBLE

The Ministry of Youth, Culture and Communication (hereinafter referred to as “the organizer”) through its service provider GEEKMAROC with a capital of 100. 000 de dirhams whose head office is at 23 BD OKBA IBNO NAFII ETG 3N5 HAY MOHAMMADI CASA-BLANCA registered with the Casablanca Trade Register under No. 386971 (hereinafter referred to as “the service provider”); during the game period mentioned in Article 2 below, and throughout the territory of the Kingdom of Morocco, video game tournaments will be organized for the following games: League Of Legends on PC, EA FC 24 on console, and PUBG Mobile on mobile, as part of the exhibition called “Morocco Gaming Expo” (hereinafter referred to as “the Tournament”), in accordance with the terms and conditions described in these rules.

#### ARTICLE 1: TARGET AUDIENCE

Participation in the games and tournaments mentioned herein is open during the game period outlined in Article 2 of these rules to all adult individuals residing in Morocco, in accordance with the conditions defined by the organizer, owner of the «Morocco Gaming Expo» project, within these rules.

However, the following are excluded from participating in the games and tournaments:

- All staff members of the “Morocco Gaming Expo”.
- Master Wafa GARANE a notary in Casablanca and all his staff as well as the members of their families (children and spouses) belonging to the same household.
- All staff members of partner agencies of the «Morocco Gaming Expo».
- Partner companies of the «Morocco Gaming Expo» or those involved in organizing the said games and tournaments such as GEEKMAROC, AVANTSCENE and all their staff.
- Individuals who have not reached the age of 16 years and legal entities.

If one of the persons excluded by these rules participates in the games and tournaments and is determined as a winner, they will not be recognized as a winner and will not be awarded any prize. In this case, the organizer may rightfully assign the prize to another winner.

## ARTICLE 2: REGISTRATION PERIOD

- Registration Phase 1: Teams interested in participating must register during this initial phase, which will take place from April 27 to May 3 2024.
- Registration Phase 2: A second registration phase will be opened from April 27 to May 10 2024. This phase allows additional teams to register for the tournament or for teams that were unable to register during the first phase to do so.

### ✓ Registration Method

Participation in the three tournaments will be conducted via the «Lgame.GG» tournament platform, specifically using the following link: <https://mgex.lgame.gg/>

## ARTICLE 3: GAME RULES



### PUBG MOBILE TOURNAMENT

#### Eligibility for Participation

To be considered as «Participating Persons», players must meet the following eligibility criteria:

- You must be a Moroccan citizen or have been resident in Morocco for at least six consecutive months.
- Have a valid account on the Lgame.gg platform.
- Be registered for the tournament on the landing page «<https://mgex.lgame.gg>»
- Be at least sixteen (16) years old.
- Participants aged between 16 and 18 must have parental permission signed by their legal guardian, in accordance with Appendix 1 attached to these rules.
- Register with a valid PUBG Mobile Account for eligibility and accept the Official Rules and Event Regulations.
- If you qualify for the Grand Final, you must be available on 22 and 23 May 2024 for the media days, and from 24 to 26 May 2024 to attend the final.

#### Tournament Format

The tournament consists of two stages: online qualifiers and the grand physical finale at the «Morocco Gaming Expo».

## 1. Registration Phases

Registrations for the PUBG Mobile competition will be divided into two distinct phases:

- Registration Phase 1: Teams interested in participating must register during this initial phase, which will take place from April 27 to May 3, 2024.
- Registration Phase 2: In conjunction with the first phase, a second registration period will be available from 27 April to 10 May 2024. This period will allow other teams to register for the tournament or those who were unable to register during the first phase to do so now.

## 2. Qualification Phases

The qualification phases will take place over several rounds, with each round allowing a certain number of teams to qualify for the final round.

### ✓ Qualification Phase 1

- **Round 1 Qualifications May 4, 2024:** 16 teams will participate, of which only 4 teams will qualify for the Small Final.
- **Round 2 Qualifications May 5, 2024:** 16 teams will participate, of which only 4 teams will qualify for the Small Final.
- **Round 3 Qualifications May 6, 2024:** 16 teams will participate, of which only 4 teams will qualify for the Small Final.
- **Round 4 Qualifications May 7, 2024:** 16 teams will participate, of which only 4 teams will qualify for the Small Final.
- **Round 5 Qualifications May 8, 2024:** 16 teams will participate, of which 6 teams will qualify for the Grand Final at the «Morocco Gaming Expo».

### ✓ Qualification Phase 2

- **Round 1 Qualifications May 11, 2024:** 16 teams will participate, of which only 4 teams will qualify for the Small Final.
- **Round 2 Qualifications May 12, 2024:** 16 teams will participate, of which only 4 teams will qualify for the Small Final.
- **Round 3 Qualifications May 13, 2024:** 16 teams will participate, of which only 4 teams will qualify for the Small Final.
- **Round 4 Qualifications May 14, 2024:** 16 teams will participate, of which only 4 teams will qualify for the Small Final.
- **Round 5 Qualifications May 16, 2024:** 16 teams will participate, of which 6 teams will qualify for the Grand Final at the «Morocco Gaming Expo».

### 3. Grand Final

The grand final of the PUBG MOBILE tournament will take place on 24 May 2024 at the Morocco Gaming Expo.

Number of Qualified Teams: Twelve teams, composed of the best teams from the qualification rounds, will participate in the grand finale of the «Morocco Gaming Expo».

The grand final will feature the 12 qualified teams to determine the winner of this phase of the PUBG competition.

### 4. Scoring System for Teams:

In the group standings, teams are ranked based on the number of points earned for their positions in each match and the number of kills throughout the group matches.

#### ✓ Position Points :

1st Place →	15 points	4th Place →	8 points	7th Place →	2 points
2nd Place →	12 points	5th Place →	6 points	8th to 10th Place →	2 points
3rd Place →	10 points	6th Place →	4 points	11th Place and beyond →	0 points

#### ✓ Kill Points :

- Each kill is worth 1 point.

### 5. Tie-Breaking Rules

In the event of a points tie between two or more teams in the final standings of a group, their position is determined by the following tie-breaking criteria:

- Total number of kills throughout the tournament round.
- Highest total points in a single game of the tournament.
- Highest number of kills in a single game of the tournament.
- Total number of kills in the last game played of the tournament.
- Placement in the last game played of the tournament.

### 6. Playability

Throughout the tournament, players must play on a mobile device such as a smartphone. The use of tablets, emulators or any other software to play on a computer or other unauthorised device is strictly banned. Participants using such means will be disqualified.

## 7. Game Version

All players are required to use the latest version of the game to participate in the tournaments. All updates must be installed before the start of the tournament.

## 8. Match Modes

Switching between TPP & FPP mode during the game is permitted.

## 9. Lobby Settings

The use of the Emergency pick-up is strictly forbidden during the game and will result in penalties.

- Playzone Shrink Speed: x1.1
- Sound Visualization and Aim Assist: DISABLED
- Safe Zone 1 display time: 80 sec
- Red Zone: DISABLED
- Flare Gun: DISABLED
- Show Skeleton on Death: DISABLED
- Wave Information: ENABLED
- All Weapons spawn rate: x2
- Scope & Magazine attachment spawn rate: x2
- Safe Zone 1 display time: 60 sec

## 10. Player Accounts

Players must ensure they participate in matches using the same game account registered on the tournament platform. Failure to do so will result in expulsion from the game lobby, and if a match is played with a different account, the team's points may be reset.

The players in each team must have a unified Player Tag (4/4) throughout the tournament. The organisers reserve the right to reject any Player Tag deemed inappropriate or inadmissible and to require the player to choose another Player Tag that complies with these Competition Rules.

## 11. Punctuality

A lobby for each match will be created 10 minutes before the match starts. Teams have 10 minutes to enter the lobby. If one or more players fail to join the lobby on time, the team must start the match without them. Teams can still participate in subsequent matches as scheduled, even if not all players joined the ongoing match.

Matches must start at the precise time indicated on the tournament schedule. If a team is late for the start of a match, it will be given a warning.

## 12. Results

The results of each match will be automatically calculated at the end of each game. The point calculation system updates player scores after each match.

## 13. Protests

Claims regarding rule violations during a match or incorrect results can be submitted within 20 minutes after the end of all group matches. Claims must be made using the tournament platform's features, providing all necessary supporting materials, if required.



# EA FC 24 TOURNAMENT

## 1. Participation Eligibility

To be considered eligible, players must meet the following criteria:


- You must be a Moroccan citizen or have been resident in Morocco for at least six consecutive months.
- Ownership of a valid account on the Lgame.gg platform.
- Registration for the tournament on the landing page «<https://mgex.lgame.gg>.»
- Possession of a full EA Account (not a minor) and meet the minimum age requirement at the time of registration.
- At least sixteen (16) years old.
- Participants aged 16 to 18 must have signed parental consent from their legal guardian, as specified in Appendix 1 attached to these rules.
- Registration using a valid EA Account for eligibility, and acceptance of the Official Rules and Event Rules.
- Possession of or access to the Game on a supported Platform, connected to a valid EA Account.
- Ownership of a valid PlayStation Network («PSN ID») connected to the EA Account.
- If you qualify for the Grand Final, you must be available on 22 and 23 May 2024 for the media days, and from 24 to 26 May 2024 to attend the final.
- The EA FC 24 competition will be open only to players on PlayStation and Xbox next-generation consoles and not allowed for PC players.

## 2. Tournament Format

### ✓ Registration Phase:

Registration for EA FA 24 competition will be divided into two distinct phases:

- Registration Phase 1: Players interested in participating must register during this initial phase, which will take place from April 27 to May 10, 2024.

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- Registration Phase 2: In conjunction with the first phase, a second registration period will be available from 27 April to 10 May 2024. This period will allow other teams to register for the tournament or those who were unable to register during the first phase to do so now.

✓ **Qualifications (Phase 1):**


- Qualifications for phase 1 will start on May 4, 2024 with 512 players in a single-elimination format with one match (BO1).
- The second round of the first qualification on May 5, 2024 will involve 256 players in a single-elimination format with one match (BO1).
- The third round will take place on May 6, 2024 involving 128 players in a single-elimination format with one match (BO1), competing for one of the 16 spots to advance to the grand finale at the «Morocco Gaming Expo».

✓ **Qualifications (Phase 2):**

- Qualifications for phase 2 will start on May 11, 2024, with 512 players in a single-elimination format with one match (BO1).
- The second round on May 12, 2024, will involve 256 players in a single-elimination format with one match (BO1).
- The third round will take place on May 13, 2024, involving 128 players in a single-elimination format with one match (BO1), competing for one of the 16 spots to advance to the grand finale at the «Morocco Gaming Expo».

✓ **Physical Grand Finale at the "Morocco Gaming Expo":**

The grand final of the EA FC 24 tournament will take place on 25 and 26 May 2024 at the Morocco Gaming Expo and will be played as follows:

- The 32 players qualified during the two phases of qualifications will participate in the grand finale of the expo, in a single-elimination format with a two-leg match. The results will be determined by the aggregate score of both matches. In case of a tie, a third match will be played based on a golden goal system.
  - In the grand finale, the 32 players will be divided into several groups of 4 and will play two-leg elimination matches, where the top player from each group will qualify for the next phase, consisting of 8 players from the top positions of the 8 previously formed groups. These 8 players will compete in two-leg elimination matches to determine the winner of the EA FC 24 tournament.
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### 3. Monitoring and Control

EA Accounts, rankings, and match data will be monitored, particularly to prevent malicious behavior and cheating. Any participant may be immediately disqualified from the Competition and related competitions, at the discretion of EA or its agents, for any reason, including but not limited to non-compliance with the User Agreement, the Personal Data Protection and Cookies Policy, and **the Official Rules, which can include:**

- Using cheat codes, hacking, or any other third-party «assistive» applications;
- Deliberately disconnecting the Internet during an event;
- Collusions with other participants;
- Exploiting known game bugs (participants are expected to stay informed and avoid illegal exploitation of bugs);
- Abusive or inappropriate behavior, especially harassment and the use of negative or vulgar language online.

### 4. Punctuality

Matches will start in accordance with the schedule drawn up by the tournament administrators. If one of the players is more than 10 minutes late, the opposing player is authorised to inform the administrators. This will result in a warning for the late player and a 3-0 forfeit in favour of his opponent.

### 5. Match parameters

#### Match parameters for the qualification phase :

- All matches will follow the parameters of the online friendlies.
- Duration of half-time: 6 minutes
- Controls: All
- Game speed: Normal
- Team type: 95 mode
- All other settings not mentioned must remain unchanged and be kept by default.
- The following formations are not allowed: those comprising 5 defenders and 3 defenders, such as 5-2-2-1, 5-2-3, 5-4-1, 5-1-2-2, 5-2-1-2, 5-3-2, 3-5-2, 3-4-1-2, 3-4-2-1, 3-1-4-2, 3-4-3.

#### Match parameters for the grand final phase:

- Team format: Ultimate Team mode
- Competitive mode: Enabled
- Loaned players: Authorised
- Competitors' teams (excluding the goalkeeper) are subject to the following restrictions:
  - Maximum of one (1) TOTY-type player
  - Maximum of three (3) ICON-type players



- Restrictions apply to all 11 starters and substitutes and do not apply to the goalkeeper.
- Players may use loan items in their team.
- No formation with 5 defenders, nor any formation with 3 defenders. This includes the following formations: 5-2-2-1, 5-2-3, 5-4-1, 5-1-2-2, 5-2-1-2, 5-3-2, 3-5-2, 3-4-1-2, 3-4-2-1, 3-1-4-2, and 3-4-3.

## LEAGUE OF LEGENDS TOURNAMENT

### Participation Eligibility

To be considered «Participants,» players must meet the following eligibility criteria:

- You must be a Moroccan citizen or have been resident in Morocco for at least six consecutive months.
- Have a valid account on the Lgame.gg platform.
- Be registered for the tournament on the landing page «<https://mgex.lgame.gg>.»
- Be at least sixteen (16) years old.
- Participants aged 16 to 18 must have signed parental consent from their legal guardian, as outlined in Appendix 1 attached to these rules.
- Register using a valid Riot Account for eligibility and accept the Official Rules and Event Regulations.
- Have a valid Riot Account.
- Own or have access to the Game on a supported platform and connect it to their valid Riot Account.
- Have a valid Riot Games ID («ID»).
- If you qualify for the Grand Final, you must be available on May 22 and 23, 2024 for the media days, and from 24 to 26 May 2024 to attend the final.

### 1. Tournament Format

#### ✓ Registration Phase:

Registrations for the League Of Legends competition will be divided into two distinct phases:

- Registration Phase 1: Teams interested in participating must register during this initial phase, which will take place from April 27 to May 3, 2024.
- Registration Phase 2: In conjunction with the first phase, a second registration period will be available from April 27 to May 10, 2024. This period will allow other teams to register for the tournament or those who were unable to register during the first phase to do so now.

### ✓ **Qualification Phase 1 (Phase 1):**

- During the first qualification phase, open to 32 teams, various qualification rounds will take place on May 4, 5, 6, and 7, 2024, allowing two teams to qualify for the grand finale at the «Morocco Gaming Expo.»
- Each match will be played in a «BO3» (Best of 3) format. The team that wins 2 out of 3 matches will be declared the winner of the round.

### ✓ **Qualification Phase 2 (Phase 2):**

- During the second qualification phase, open to 32 teams, various qualification rounds will take place on May 11, 12, 13, 2024 and 14, allowing two more teams to qualify for the grand finale at the «Morocco Gaming Expo.»
- Each match will be played in a «BO3» (Best of 3) format. The team that wins 2 out of 3 matches will be declared the winner of the round.

### ✓ **Physical Grand Finale at the "Morocco Gaming Expo":**

The final of the League Of Legends tournament will be held in Rabat on May 24 and 25, 2024 at the Morocco Gaming Expo. The four teams that qualified during the two online qualification phases will compete to determine the winner of the tournament. Each round will follow the 'BO3' (Best of 3) format, where the team winning 2 out of 3 rounds will be declared the winner of the round.

## 2. Match Format

### ✓ **Lobby Creation**

- Both teams must be ready and fully assembled at their positions at the scheduled start time of the match, as announced by one of the tournament admins. The lobby code will be announced 10 minutes before the start of the matches.
- Matches played throughout the event will be accessible on the tournament platform <https://mgex.lgame.gg/>

### ✓ **Side Selection**

Sides are determined as follows: the team located at the top of the tournament bracket chooses the side for the first match during the BO3 round.

### ✓ **Draft Procedure**

The tournament will be played on the current server patch with the competitive ban system (5 per team). The champion Sett is not allowed for this tournament. It must neither be banned nor picked.

In the event of a penalty resulting in one or more ban losses, the team would be required to



wait until the end of the countdown to perform a «no-ban».

In the case of a remake due to an issue, the draft will resume at the phase preceding the appearance of the problem.

### ✓ **Match Conclusion Procedure**

In certain cases, organizer and the service provider may end a match before its conclusion. Common causes for such decisions include logistical problems (match postponement, nearing or reaching tournament end time, etc.).

- The admin must use the following method to determine the winners of the match when the normal conclusion of the round is not possible:
- One team had a very large in-game advantage (gold difference, destroyed buildings, killed dragons, killed Baron Nashor, dead opponents).
- If it is impossible to define a large advantage in favor of a team according to the criteria above, the admin may decide to restart the match.

### ✓ **Communication with Coaches**

Players can always communicate with their coaches except during a match (from the start of the match until one of the camps is victorious). Therefore, it is allowed to communicate with the coach during the draft phase.

### ✓ **Match Results**

At the end of a match, the captain of each team must communicate the result of the match and each round to a tournament admin, attaching any useful evidence to avoid possible claims such as screenshots or video recordings. In case of dispute, screenshots or video evidence are required by the the service provider.

### ✓ **Disconnections**


Each disconnection must be reported to an admin. Players can pause the game when a player from one of the two teams is missing.

### ✓ **Rule Modification**

The organizer and the service provider reserve the right to modify this regulation at any time, without prior formality, without special mention, and without its liability being incurred as a result. The organizer and the service provider undertake to contact the participants by all possible means.

### ✓ **Punctuality**

A lobby will be created for each match 15 minutes before the scheduled start time. Teams have 15 minutes to reach the lobby. If one or more players do not arrive in the lobby on time, the match will be considered a forfeit in favour of the opposing team.




## ARTICLE 4: CODE OF CONDUCT

To offer a rewarding tournament experience for everyone, the Organizer invites Participants to play peacefully, respect each other, demonstrate fair play, equity, honesty, and respect for spectators, the tournament Organizer, the service provider and the administrators.

The present code of conduct aims to present a non-exhaustive list of various prohibited, dishonest behaviors, or behaviors that may provide an undue advantage. The Organizer and the service provider reserves the right to modify this code of conduct at any time and to take any appropriate disciplinary action in case of non-compliance with the code of conduct, whether it involves behavior listed below or not.

The following behaviors may result in disciplinary action:

- Refusing to follow the instructions of the Tournament Administrator necessary for the smooth running of the Tournament;
- Arriving late to the scheduled tournament time;
- Adopting unsportsmanlike behavior;
- Choosing a username or disseminating content indicating a false association with the Organizer or bearing a vulgar, obscene, offensive, contrary to good morals, illicit, infringing on the rights of a third party;
- Harassing, stalking, threatening, intimidating, or engaging in harmful behavior towards other participants or the Tournament Administrator;
- Communicating any content that may be considered offensive, including illegal, insulting, abusive, threatening, vulgar, obscene, sexual, racist, defamatory statements, whether based on race, political or religious opinions, sexual orientation, or any other statement contrary to ethics, sporting values, or punishable by law or applicable regulations;
- Publicly disclosing private and confidential communication between the Organizer and the Participant;
- Intentionally disconnecting during a match;
- Publishing commercial advertising or promotional content;
- Publishing content that damages the reputation or image of the Organizers or third parties;
- Registering for the Tournament via someone else's account to play one or more matches instead of the account owner;
- Creating a false identity or impersonating a third party;
- Directly or indirectly offering, promising, giving, or providing any benefits to a Tournament Administrator in order to obtain any advantage during the Tournament;
- Not respecting or damaging the equipment provided by the Organizer;
- Publishing personal information of other participants (such as name, surname, address, phone number, etc.) in a publicly accessible space, whether on social networks, on a website, or by any other means;

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- Knowingly using or exploiting a video game bug to gain an unfair advantage, whether defined in the Tournament Regulations or not;
  - Fraudulently accessing or maintaining access to all or part of the automated data processing systems;
  - Using third-party cheating software that modifies the game's functionalities, rules, data, or graphics rendering;
  - Distorting or impeding the operation of an automated data system, whether it is the video game or the Services;
  - Transmitting or facilitating the transmission of computer viruses, corrupted data, or by any other means intended to impede the operation of an automated data system;
  - Not notifying the Organizer of the existence of a bug or vulnerability that allows gaining an undue advantage during a match;
  - Not making their best efforts to attempt to win a match;
  - Betting or setting up an illicit betting system on the Tournaments;
  - Manipulating the ranking of a Tournament.
  - Promoting or associating with a sponsor engaged in illicit activities or related to the following products or services: Pornography / Alcohol / Tobacco or Cigarettes / Pharmaceuticals / Firearms / Gambling Sites and any business harmful to Riot Games' activity (hacking, key resellers, account resellers, etc.).

## **ARTICLE 5: PRIZES**

The prizes for each competition will be distributed as follows:

- EA FC 24 Tournament: A total of 80,000 dhs distributed according to the following ranking:
    - o First place (Single person): 45,000 dhs
    - o Second place (Single person): 25,000 dhs
    - o Third place (Single person): 10,000 dhs
  - League Of Legends Tournament: A total of 150,000 dhs distributed according to the following ranking:
    - o First place (Team of 5 individuals): 90,000 dhs
    - o Second place (Team of 5 individuals): 40,000 dhs
    - o Third place (Team of 5 individuals): 20,000 dhs
  - PUBG Mobile Tournament: A total of 160,000 dhs distributed according to the following ranking:
    - o First place (Team of 4 individuals): 60,000 dhs
    - o Second place (Team of 4 individuals): 36,000 dhs
    - o Third place (Team of 4 individuals): 28,000 dhs
    - o Fourth place (Team of 4 individuals): 16,000 dhs
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oFifth place (Team of 4 individuals): 12,000 dhs

oSixth place (Team of 4 individuals): 8,000 dhs

The rewards will be awarded to the winners of each tournament based on the personal information provided during registration.

Any changes to this information must be communicated to the organizing team by email at the following address: [support@geekmaroc.com](mailto:support@geekmaroc.com) before the start of the tournament.

The prizes will be paid to the winners within 180 working days following the conclusion of each tournament.

## **ARTICLE 6: PRIZE WITHDRAWAL**

Any information provided by the winners, particularly their contact details, will be considered null and void and will not be taken into consideration if it is inaccurate or incomplete.

The organizer and the service provider cannot be held responsible for any prejudice of any kind (personal, physical, material, financial or other) arising from participation in this game.

The organizer and the service provider reserve the right to exclude from participation in the present game any person disrupting the course of the game.

The prizes awarded to the winner will not be taken back or exchanged for another prize, object or service of any value whatsoever. Winnings may not be exchanged for any other consideration whatsoever.

The organizer and the service provider reserves the right to terminate the participation of one or more Players, at any time, in the event that the latter do not respect the standards and values, in particular: mutual respect, civic-mindedness or good manners, and in particular in the event of abnormal behavior, vandalism, etc...

## **ARTICLE 7: USE OF PLAYERS' NAMES AND IMAGES**

By registering for this tournament, participants consent to the use and exploitation of the players' image rights. They authorize the organizer and the service provider to use and distribute their pseudonyms, photographs, voices, and images for promotional or communication purposes relating to the game, whether by traditional media, online or voice messages.

In addition, the organizer and the service provider reserve the right to publicize the winners'



pseudonyms through various media.

## **ARTICLE 8: REFEREEING**

- ✓ The Tournament Administrator is responsible for allocating referees to each group match.
- ✓ Referees have the power to issue warnings and penalties during the tournament.
- ✓ Any player who ignores a warning, challenges the referee's decision, or displays unsportsmanlike behaviour, rudeness or aggression towards another player or the referee, or contravenes any of the points of the rules, may be subject to sanctions, such as warnings, temporary expulsions or permanent expulsions from the tournament.

## **ARTICLE 9: FRAUD**

Participation in the game subject to these rules implies full acceptance of these rules.

Any fraud, diversion, or abuse will result in the disqualification of the players and the possible reassignment of any prizes awarded.

Any player receiving two successive warnings during the tournament will be automatically kicked out after the third warning. The expulsion will be effective for the remainder of the competition and may result in additional sanctions for his team, such as suspension from future matches, at the discretion of the tournament organisers.

## **ARTICLE 10: AMENDMENT OF THE RULES**


The organizer and the service provider reserve the right to modify the present rules if necessary, and to make any decisions they deem useful for the application and interpretation of the rules.

Substantial or non-substantial modifications to the present rules may be made during the tournament.

## **ARTICLE 11: INTERRUPTION-CANCELLATION**

The organizer and the service provider serve the right to interrupt or suspend the present game if it deems it necessary or in the event of a decision by the competent authorities, without incurring any liability.

The organizer and the service provider reserves the right, for any reason whatsoever, to modify, stop or cancel the Tournaments at any time if it deems it necessary, without incurring any liability.



## **ARTICLE 12: ACCEPTANCE OF THE REGULATIONS**

Participation in this game implies the Players' unconditional acceptance of these regulations and the principle of the game.

Any violation of one or more articles of these regulations will automatically deprive the offender of the possibility to participate in this game, as well as any potential prize they may have won.

## **ARTICLE 13: DEPOSIT OF THE REGULATIONS**

These regulations are deposited in the minutes of the study of Master Wafa GARANE, notary located at Quartier Plateau 5, rue Maurice Favreau Etage 3 Bureau N°12, Boulevard Ghandi – Casablanca.

These regulations will be provided free of charge to anyone who requests them from the service provider located at 23BD OKBA IBNO NAFII ETG 3N5 HAY MOHAMMADI CASABLANCA.

## **ARTICLE 14: COMPLAINTS**

All complaints, requests for information, disputes or suggestions should be sent by e-mail to the following address: [support@geekmaroc.com](mailto:support@geekmaroc.com)

## **ARTICLE 15: APPLICABLE LAW**

These rules are governed by Moroccan law.

In the event of persistent disagreement on the application or interpretation of these rules, and failing amicable agreement, any dispute will be submitted to the competent court of Casablanca.





## ANNEX 1: Parental Authorization

### PARENTAL AUTHORIZATION

I, the undersigned ....., holder of identity document number ....., in my capacity as parent or legal guardian of ....., born on ....., authorize my child to participate in the MOROCCO GAMING EXPO tournament, organized by the Ministry of Youth, Culture and Communication, to be held from May 24, 2024 to May 26, 2024.

I confirm that my child is in good health and fit to participate in gaming activities for the duration of the tournament. I understand that the tournament may involve extended periods of playing in front of a screen and I certify that my child is able to manage this activity without risk to his or her health.

I declare that I have read and understood the specific rules and conditions of the tournament and that I and my child agree to abide by them. I understand that the organization cannot be held responsible for any incidents or accidents that may occur during the tournament.


By signing this authorization, I also agree that my child's personal data may be used strictly for the organization and management of the tournament. I also consent to the use of my child's image in the media or live broadcasts related to the tournament, in compliance with image and privacy rights.

Signature of parent or legal guardian:

Date : \_\_\_\_\_



## ANNEX 2: Global Tournament Schedule

			 EA FC TOURNAMENT	 PUBG MOBILE TOURNAMENT	 LEAGUE OF LEGENDS TOURNAMENT
	22	L			
	23	M			
	24	M			
	25	J			
	26	V			
	27	S	Start registration EA FC 24 <small>QUALIF 1 &amp; 2</small>	Start registration PUBG Mobile <small>QUALIF 1 &amp; 2</small>	Start League Of Legends registration <small>QUALIF 1 &amp; 2</small>
	28	D			
	29	L			
	30	M			
	1	M			
2	J				
3	V	End of registration EA FC 24 <small>QUALIF 1</small>	End of PUBG Mobile registration <small>QUALIF 1</small>	End of League Of Legends registration <small>QUALIF 1</small>	
4	S	Qualification 512 Players	Qualifying 16 teams <small>4 TEAMS QUALIFY FOR THE PETITE FINAL</small>	Round 16	
5	D	Qualification 256 Players	Qualifying 16 teams <small>4 TEAMS QUALIFY FOR THE PETITE FINAL</small>	Round 8	
6	L	Qualification 124 Players <small>16 PLAYERS QUALIFIED FOR THE MGEX GRAND FINAL</small>	Qualifying 16 teams <small>4 TEAMS QUALIFY FOR THE PETITE FINAL</small>	Quarter-final	
7	M		Qualifying 16 teams <small>4 ÉQUIPES QUALIFIÉES A LA PETITE FINALE</small>	Semi-final <small>2 TEAMS QUALIFY FOR THE MGEX GRAND FINAL</small>	
8	M		Qualifying 16 teams <small>6 TEAMS AT THE MGEX GRAND FINAL</small>		
9	J				
10	V	End of registration EA FC 24 <small>QUALIF 2</small>	End of registration PUBG Mobile <small>QUALIF 2</small>	End of League Of Legends registration <small>QUALIF 2</small>	
11	S	Qualification 512 Joueurs	Qualifying 16 teams <small>4 TEAMS QUALIFY FOR THE PETITE FINAL</small>	Round 16	
12	D	Qualification 256 Joueurs	Qualifying 16 teams <small>4 TEAMS QUALIFY FOR THE PETITE FINAL</small>	Round 8	
13	L	Qualification 124 Joueurs <small>16 JOUEURS QUALIFIES A LA GRANDE FINALE MGEX</small>	Qualifying 16 teams <small>4 TEAMS QUALIFY FOR THE PETITE FINAL</small>	Quarter-final	
14	M		Qualifying 16 teams <small>4 TEAMS QUALIFY FOR THE PETITE FINAL</small>	Semi-final <small>2 TEAMS QUALIFY FOR THE MGEX GRAND FINAL</small>	
15	M		Qualifications 16 équipes <small>6 TEAMS AT MGEX GRAND FINAL</small>		
16	J				
17	V				
18	S				
19	D				
20	L				
21	M				
22	M	Shooting Players			
23	J				
24	V		PUBG Grand Final		
25	S	Round 16 & 8 & Quarter-finals		Semi Final	
26	D	Semi-Final & 3rd Place & Grand Final		3rd Place & Grand Final	

MAY